SEGA™

CREATURE SHOCK

SPECIAL EDITION

COMING SOON FOR THE SEGA SATURN

KIDS TO ADULTS
K-A
AGES 6+

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DATA EAST

SEGA SATURN™

DEFCON 5™

PEACE HAS A PRICE...

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
K-A
AGES 6+

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-1301H

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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OFFICIAL
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SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standard of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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For more Defcon 5 game hints, call 1-900-454-5435
Average call .85/min touch tone only

STARTING THE GAME

SEGA SATURN AND CONTROLLER DIAGRAMS LOADING AND INSTALLATION

L Button
Directional Pad (D-Pad)
X Button
R Button
START
C Button
B Button
A Button
Start Button
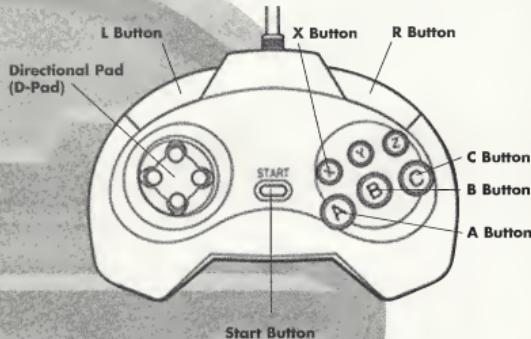
1. Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Defcon 5 disc and close the CD door.
3. Insert the game controllers and turn on the PlayStation game console.
4. Follow the on-screen instructions to start the game.

Save Game Feature

A memory card is not required to complete Defcon 5. However, if you wish to save your position in Defcon 5 so that you can continue it at a later date, you will need to buy a Backup™ Ram Cartridge.

GAME CONTROLS

Default Controls for Turret Control
Directional pad moves turret around
A Button:	Fire Projectiles
B Button:	Fire Missiles
X Button:	Leave Turret
C Button:	Switch to the next turret if using guns from VOS

Default Controls for the VOS
Directional pad to select a node
A Button:	Enter node
B Button:	Exits node
X Button:	Exits the VOS (Exit a node first)
L and R Button:	VOS Map zoom in and zoom out

On some pages **B** is required to select an option
B Buttons:	Exits VOS/enters

Default Controls for Base Exploration
Directional pad moves around base
A Button:	Fire gun
B Button:	Calls lifts, LIMO and access a VOS terminal
L and R Buttons:	Side step to the left or right

The **START** button can be used to pause the game and give access to in-game options for loading and saving of your current position. Use the directional pad to select a menu item, and button **A** to select it. Pressing **X** or **START** again will cancel the menu and continue play.

Other Control Information
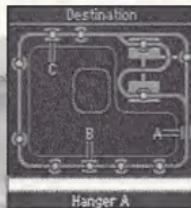
The LIMO System
The LIMO System is the internal subway that travels between areas, such as the turrets, hangers, and the main building. LIMO stations are located in Domestic Level 2, the Service Levels, Administration Level 2, Turrets 1-6, and Hangars A, B, and C.

Using the LIMO
At any LIMO station entrance, Press the **B** button to call the LIMO. Enter the LIMO and select your destination using the D-Pad and the **X** Button to select.

Placing Combat Droids
A Combat Droid is a Cyberneer's best friend, especially in times of enemy attack. Key placement of Combat Droids can prevent intruders from reaching your current location or help keep an escape path clear for you.

You have a limited number of Combat Droids at your disposal, so use them wisely.

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How to Place A Combat Droid
1. Press **X** to highlight droid.
2. Press **X** again to move to Area Select.
3. Press Up or Down on the D-Pad to choose the area and Right or Left to choose the level.
4. Move droid to desired position with the D-Pad.
5. Once you've chosen the location, press **Y** to launch droid.

Sending Out Reconnaissance Droids
1. Go to Droid Systems node (By way of Tactical and Defense Systems).
2. On the Droid Deployment screen, select any inactive droid and press **X**.
3. Highlight "Deploy" under the Reconnaissance Droid, press **X**.
4. Once you've selected a crash sight, highlight Launch (press down on D-Pad) and press **X** to sent out the droid.

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Loading the Turrets

You can reload the MRP-6F turrets from the Turret Control node in Defense Systems in the VOS or from the Inventory Control node in Facilities in the VOS.

To Load A Turret

1. Highlight "Reload"
2. Change highlighted turret (1-6) with **Y** button. Press **X** to select turret.
3. Select bullet and/or missile type with D-Pad.
4. Press **X** to load.
5. Press **B** to go back to turret select screen and choose another turret to reload.

INTRODUCTION

Introduction

Defcon 5 is a military term for "absolute peace", and exactly what the Weapons Division of the massive Tyron Corporation do not want. For nearly two hundred years, they have made their fortunes building complex manned defense stations, to protect mining facilities on the outskirts of human exploration against potential alien attacks. Unfortunately for the Tyron Corporation, no one has ever seen an alien, let alone been attacked by one, so the costs for these stations have become increasingly more difficult to justify. Because of this, the Tyron Corporation has decided to terminate all funding for manned defense installations, effective December 31, 2204. All existing installations have to be fitted with automated defense software, and have all human staff removed by this date.

You are a computer engineer ("Cyberneer") working for Tyron. Your superior, Shelford Pitz, died when he experienced engine failure while leaving MRP-6E. Your job is to continue his work installing and testing defense software, starting on MRP-6F.

OBJECTIVE

Objective (How to Win!)

Your goal in Defcon 5 is to get off MRP-6F alive, having discovered evidence of a plot. To get off the station in one piece, you'll need to collect items essential to piloting a space shuttle from the planet back to your mothership. To obtain these items, you'll need to shoot down attacking ships, avoid (or defeat) alien intruders ("Berserkers"), and collect security PAD's from around the base (needed to access Droid Systems and Self Destruct). You'll also need to keep MRP-6F in one piece long enough to make your escape.

GETTING STARTED

Admin. Level 2

Admin. Level 6
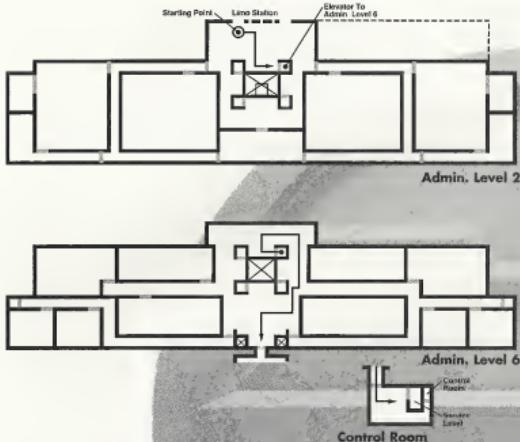
Control Room

The following is a step-by-step guide to getting from the Shuttle Bay, your starting point, to the Control Room, and installing the defense software. It is necessary to install the defense software as soon as possible to succeed (and survive) in Defcon 5. Don't worry, you'll have ample time to explore the rest of the complex.

1. Upon arrival at Hanger A, take a step forward and turn to the Right.
2. Move to the LIMO door.
3. Press **B** to call the LIMO.
4. Press Right on the D-Pad three times to select Admin Level 2 as your destination. Press **X** to activate the LIMO.
5. Upon exiting the LIMO, turn left, go forward a few steps, then go right to the elevator. Press **B** to call the elevator.
6. Select Admin Level 6 and press **X** to activate the elevator.
7. Exit the elevator, follow around to the right until you see the red Tyron emblem on the wall. Head towards this emblem and go through the automatic doors.

GETTING STARTED CONT.

8. Continue heading towards each red Tyron emblem, they will lead you around to the left to another elevator (you can pick up extra ammunition by grabbing the item in the corner on the way to this elevator).
9. Press **B** to call the elevator, select Control Room and press **X** to activate the elevator.
10. In the Control Room, head towards either of the two blue and white Tyron emblems - one on each side of the room. These are VOS terminals. Walk up to one and press **B**.
11. You will receive a briefing from the Tyron Corporation. After the briefing install the defense software by going to the Tactical Node (this should be your starting point), Press **X**, Go to the Defense Systems Node, Press **A**, Go to the Software Control Node, Press **A**.
12. In Software Control, "Install from Pad" should be highlighted. Press **A** to install the defense software. Congratulations, your turrets are up and ready to defend the mining installation.

Inside the Turret

Security Pads - Security Pads can be found in certain areas of MRP-6F. There are three types of pads:

Droid Control Pad- Allows you to send out Reconnaissance Droids to pick through the wreckage of any crash sites or Combat Droids to stop intruders or patrol the halls.

Self Destruct Pad- Gives you security clearance to activate the Self Destruct mechanism in extreme situations. For a definition of an extreme situation, check the Archives section of the VOS for information on Tyron Security Protocol.

Software Control Pad- Lets you adjust the defense software's parameters - which is necessary if you wish to make your turrets more effective against incoming attackers or to automatically reload when the ammo runs dry. You can find out more about adjusting defense software parameters in the Archive section of the VOS.

Radar - Shows other lifeforms in your area of the complex.

Current Gun Type - There are four types of guns - The green gun makes the biggest "bang": In this game, having the gun that makes the biggest bang is a good thing.

Air Quality - A very important meter to pay attention to. A nasty side effect of destroying alien intruders (or your own Combat Droids) within the complex is they pollute the air. Destroy too many aliens in one area and you'll find yourself breathing as well as a goldfish who's just pole-vaulted out of his aquarium (get the picture?).

Life Meter - Even more important than the Air Quality meter. If you're out of good air, you can always run to another area. When you're out of life, well, you're out of luck. See you in the next world!

Ammo - Amount of ammunition in your current clip.

Number of Ammo Clips - Amount of remaining ammunition clips. More can be found throughout the MRP-6F complex.

Turret Temperature - You're surrounded by a swarm of attacking ships, swooping down on you - sometimes as many as six at a time. The urge is there to let loose with a non-stop barrage of bullets and missiles... don't give in to that urge! Overused turrets can overheat, and an overheated turret is about as valuable as an electric can opener in a firefight.

Damage - The amount of damage to your turret - when it gets close to maximum level, you will get an evacuation warning. It might be smart to let heed it... getting blown to bits in a turret in the middle of outer space is a crummy way to go - although it does create one heck of a fireworks show!

Missiles - Remaining missiles in turret.

Bullets - Remaining bullets in turret.

Radar - Shows you where the attacking ships are in relation to where your turret is aiming. Not available when accessing a turret from the VOS remote.

USING THE VOS

The VOS (Virtual Operating System)
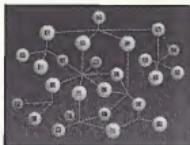
The VOS is the computer system that runs MRP-6F. With proper security clearance, you can literally control almost ever operational aspect of the defense station. The VOS can be broken down to four main areas, each area housing several more sub-areas.

1. **Tactical**
   - Base Status
   - Defense Systems
   - Defense Status
   - Droid System
   - Software Control
   - Turret Control
   - Emer. Com.
   - Facilities
   - Escape Systems
   - Inventory Control
   - Self Destruct
   - Station Map

2. **Operations**
   - Base System
   - Droid System
   - Operational Status
   - Defense Systems
   - Defense Status
   - Envt. Status
   - Station Map

3. **Archives**
   - Tyron Corp.
   - Dinex Corp.
   - MXC Corp.
   - Misc.

4. **Navigation**
   - Comm.
   - External Comm.
   - Local Com.
   - Emerg. Com.

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USING THE VOS CONT.

1. Tactical

A. Base Status - Quickly determine your current defense condition ("Defcon") and current station operational status (things are in pretty good shape or is it time to get out of Dodge?)

B. Defense Systems

- Defense Status - Important information about your current Operational Status (life support, power systems, defense condition, and base status), the amount of damage the MRP-6F has taken (broken down by area), and the amount of damage your defense systems have taken. Any area or turret that has incurred 100% damage is impassable or inoperable. However, MRP-6F does have an automated repair function. Damaged sections of the complex, as well as the six gun turrets all will be repaired automatically assuming the automated repair function is still operating. When your automated repair function has been knocked out, well, to put it bluntly, it's time to get all your personal affairs in order - you're living on borrowed time. Luckily, MRP-6F, like all Tyron Corporation defense stations, is equipped with a special automated funeral service (you do the dying and leave the burying to us!).

- Droid System - With proper security clearance, you can launch Combat and Reconnaissance Droids. Recon Droids can be sent to salvage a specific wreckage site for useful items. Combat Droids can be placed anywhere in MRP-6F (except in elevators or turrets); and will defend against intruders, or can strategically block key access ways.

- Software Control - Activate the station's automatic defense software, and with proper security clearance, alter the software's parameters. Altering the software's parameters will send different instructions to the turrets, such as to automatically reload missiles or to change to a different shell type.

- Turret Control - From here you can reload or man any of your six turrets. When manning a turret through the VOS, you will get a "low-res" view of the planet from the remote camera located in each turret. You can fire on incoming ships this way, but it is not as accurate as going into the turret itself. You will have no access to the MRP-6F radar

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system when manning a turret through the VOS.

C. Emergency Communications - In space, no one can hear you scream... but when you activate the Emergency Communications node, you can cry and plead to the Tyron Mothership, the Dinex Mining Installation, or even to the Tyron Corporation Headquarters. Note: Emergency Communications are only available in an "emergency" situation. No premature pleading allowed.

D. Facilities

- **Escape Systems** - This screen tells you whether there's escape shuttles and fighter escorts in the hanger (It's tough to flee a defense station under attack on foot) and will also give you the likelihood of a successful escape.

- **Inventory Control** - Reload your turrets and check your ammunition stock at this screen.

E. Self Destruct - When in doubt, blow the place up! Of course, you'll need the proper security clearance to do something that radical. You don't think the Tyron Corporation would let ANYBODY blow up a multi-billion dollar defense station, do you?

F. Station Map - Scan any level of MRP-6F or check out the position of your Combat Droids or see where any nasty "intruder" might be. You can also determine the air quality of any area by its color on the map.

2. Operations

A. Base Status - See description under "Tactical".

B. Droid Systems - See descriptions under "Tactical".

C. Operational Status -

- **Defense Status** - See description under "Tactical".

- **Environmental Status** - A breakdown of the air quality and power systems within MRP-6F. Obviously, the worse shape the defense station's environment is in, the harder it will be for you to breathe. Blowing away alien intruders will pollute the environment in the immediate area. Likewise, the destruction of Combat Droids will also contaminate the air. The VOS will automatically seal off

areas that are deemed "unfit" for humans. By the way, alien intruders and droids don't need oxygen to survive. We just thought you'd like to know that.

D. Station Map - See description under "Tactical".

3. Archives
A vast on-line library of information. Important clues and plenty of useless historical data can be found here. It's up to you to determine which bits of information are valuable.

A. The Tyron Corporation - The company you work for.

B. The Dinex Corporation - The company that owns the mining facility that MRP-6F defends.

C. The MXC Corporation - Tyron's main competitor in the market, primarily dealing in computers and military hardware.

D. Miscellaneous - An assortment of interesting notes and facts, including information on the current Earth government - great bedtime reading!

E. Navigational Map - You are here. See where you are, and who lives in your neighborhood.

4. Communications
Reach out and touch someone or something. (like a "panic button" for instance)

A. External Communications - General communications with the outside world; other defense stations or perhaps the local pizza delivery place.

B. Local Communications - Communications throughout MRP-6F. However, since you're the only living creature on MRP-6F right now (not counting alien intruders, of course), you won't be able to strike up much of a conversation.

C. Emergency Communications - Contact the Tyron Mothership, the Dinex Mining Installation, or even Tyron Corporate Headquarters. Yeah, give them a call ... tell them how you're screwing up your mission big time!

HINTS

- A "travilator bridge" connects Level 5 of both Domestic and Administration together, offering an easy short-cut between these two areas - which is very important if the LIMO station in Administration is shut down due to damage.
- Hanger A contains the escape shuttle. A fighter escort is suggested in order to guarantee pilot safety. Should the Hanger A LIMO station shut down, a service walkway tunnel runs from the Service Levels directly underground to Hanger A.
- Tyron Security Protocol information is available from the Archives section of the VOS. It dictates that should base security be compromised to the point where a hostile take-over becomes inevitable, remaining staff should activate the self-destruct mechanisms and attempt to escape. The VOS is programmed to self destruct the base automatically should the staff be unable to, so keep a close watch on environment status and listen for VOS warning messages.
- Remember where the LIMO stations and important elevators are, as you will need to know this in order to travel to the turrets should you be attacked (or to make a quick escape if things look bleak).
- The Tyron Corporation technical data, available in the Archives section of VOS contains useful information for adjusting the defense software's performance.
- In the event of invasion by other forces, try and use VOS terminals which give you an easy escape route should you be tracked.
- The VOS systems includes a full station map. It is recommended that Cyberneers make time to familiarize themselves with all VOS systems in case the situation requires it.
- There are three different PADs that can be found within MRP-6F, however only two of the three are essential for winning the game. The Droid PAD and the Self Destruct PAD are necessary, you can win without the Software Control PAD.
- Medical Supplies can be found near the Control Room and in the recreational sections of the Domestic building.
- When sending Reconnaissance Droids to scavenge the wreck age of a downed ship, pay attention to which colored dots net you valuable items. Different colored dots represent different types of enemy ships and some enemy ships are more valuable than others.

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HINTS CONT.

- Escape Systems in the Facilities section of the VOS shows you a summary of items you need in order to safely escape MRP-6F.
- For greater accuracy, turrets should be controlled manually (unless you're a really lousy marksman). Because of sabotage to the defense software, computer controlled turrets only hit their target approximately 20% of the time (unless you're able to adjust the defense software correctly in the Software Control section of the VOS).

Technical Support

For more Defcon 5 game hints, call **1-900-454-5435**
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